



Role-Playing Game

Rules and Illustrations and Todd Lyles

Caravan of Dreams Addenda

Caravan of Dreams

Merging the Decks

The *Caravan of Dreams* Expansion is intended to be merged with the original *Deck of Infinite Heroes* for Swift Saga RPG. All total, you will **add** 44 new cards (12 Avatars, 8 Professions, and 24 Legends) and **replace** the following cards with new versions: *Pyromancers*, *Stormbringers*, *Vitalogists*, *Odysseians*, and *Wild Magic*.

New Special Senses

Special Sense Name	Details
Far	See normally at great distances - all the way to the horizon. You do not suffer penalties due to extreme range when making Ranged or Magic Attacks (though the GM may rule a weapon's <i>effective</i> range has been exceeded).
Mind	Sense the presence of sentient humanoid creatures within INT Areas. With a Perception (INT) Feat, you can ascertain each mind's location and emotional state.
Scent	+2 to Perception or Tracking (INT) Feats involving scent. Recognize the scent of any creature you have encountered previously.
Tremor	Detect movement within INT Areas by ground vibration.
360-Vision	Effectively see in all directions. You cannot be Surprised if your enemy is visible.

New Setbacks

Setback	Details
Dazed	Skill and Magic Powers cannot be used. INT to Clear or Aid.
Toad	Transformed into a Tiny, harmless animal that can move 1 Area per Turn. AGI 7, STR 1. DP is Refreshed. Powers cannot be used in this form, unless the Power in question confers the ability to change shape (e.g., <i>Druid</i>). INT to Clear or Aid.

Knockback

Knockback no longer requires an Opposed STR Feat to resist; now, the victim need only score 3 Successes on a STR Feat to negate the effects.